Course Syllabus

**Creative Coding**

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**Course Description**

Creative Coding is an introductory course that empowers students to engage with Computer Science as a medium for creativity, communication, problem solving, and fun.

**Course Content**

In this course we will be focusing on the following units:

* + Unit 1: Problem Solving
    - A highly interactive and collaborative introduction to the field of Computer Science.  You will practice using the problem solving process to address a series of puzzles, challenges, and real world scenarios.
  + Unit 2: Web Development
    - You will be introduced to the programing language of HTML and CSS.  We will focus on learning debugging and commenting skills.  By the end of this unit you will have your own personal website designed.
  + Unit 3: Animation and Games
    - You will build on your coding experience as you program animations, interactive art, and games in game lab.  As the final in this unit you will develop a personalized, interactive program.

**Expectations:**

* **DO** be in assigned seat when the bell rings.
* **DO** be prepared - supplies, pencil, reading book, homework folder, and a smile.
* **DO** follow directions and keep a positive attitude.
* **DO** be respectful, responsible, & cooperative.
* **DO** follow the AUP for computers- respect equipment.

**Instructional Materials**

Various activities and learning experiences will be associated with each of the above standards. These activities and lessons will include design, drafting, measuring, and laboratory and machine safety, as well as a selection of projects. Students will be assessed on completion and quality of all assignments

There is no text book for this course. There will be handouts, worksheets, videos and lots of hands-on projects.

**Student Supplied Materials:**

1.Pen or pencil each day

2.Writing paper

3. Flash drive

**Evaluation/Grading**

Academic Grades will be based on assignments, projects, and tests.  Student’s grade is determined from a percentage of the total points calculated.  Check Power School often for student’s progress.

Grades will be based on the following percentage scale:

A: 90-100 B:80-89

**Work Habits and Citizenship**

Students are expected to conduct themselves in the classroom according to the policies outlined in the school’s student handbook and classroom posted rules. No food or drink is allowed in class or the lab.

**Extra Credit**

I do not give extra credit in my class.  Instead, I allow my students to redo any assignment they want until the end of the semester.  You can redo the assignment, with teacher approval, one time to improve your score.

**Makeup Work**

It is the student’s responsibility to take care of work missed while absent. All work is expected to be in by the final cut-off date whether absent or not.

**Individualism**

Because of some individual needs/circumstances, I reserve the right to modify this disclosure to meet certain needs of students in helping them receive the best education possible.

**Pictures/Video:**

**For some projects, student/teacher may take pictures as well as videotape. By signing this disclosure, you give me permission to post student pictures/videos for educational purposes – such as classroom use, and various displays.**

**ANY DAMAGE TO EQUIPMENT, SUPPLIES, OR BOOKS WILL BE THE RESPONSIBILITY OF THE STUDENT!**